DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS
1X=8-18 *Resp* New suit = F1, jmp cue= supp INV+, jmp new= INV

"TRF" after neg D. See under SPECIAL COMP BIDS

1NT OVERCALL
15-18 *Resp*: SYSON (but no Smolen)

In 4th 11-16 *Resp*: SYSON except 2NT-raiser may have M

and on 2♣=ASK 2NT= 15-16, then 2NT methods

JUMP OVERCALLS
2NT 2nd = 2 lowest unbid, decent 2NT over short m(0-2) = mm

2NT 4th = 19-21 bal 2♦ over short 1♣ = MM

Wk jumps but 2X vul = intermediate; 3♥ over 1♠ = good

Resp 2NT = ASK spl, new suit = Nat F1 OR values w supp

DIRECT AND JUMP CUE-BIDS
2cue = 55 highest+ any, constructive+; In 4th = 55 any

Resp: 2NT = ASK side suit; New suit = p/c

Jmp cue = ASK stopper

VS. NT
2♣ = 2-suiter w 4+♥ 2♦ = 2-suiter w 4+♠. Side suit often longer

Resp: Relay = p/c; 2NT = ASK; New suit NF

Style is "decent" Hp undef., about 10+ in 2nd. Less shape, more hp

2NT = mm OR any strong 2-suiter

Double In 2nd =PEN vs wk, else (if 16) = long m. In 4th by passed = long m; by unpassed = PEN if NT=14/less, else 1-suited +values

VS. PREEMPTS
D = T/O thru 3♠; 4m = oM+m vs 2/3M, and Multi2♦; 4mcue = MM

4Mcue and jmp 4NT = 55 mm; 3Mcue = 55 Hi+ other;

2NT = 15-19; 3NT "NAT"

Vs 4X-nat: 4NT = 55 any; 5cue = hi + other

Vs 4SAT D = T/O of M, 4cue = Hi + other

VS. ARTIFICIAL STRONG OPENINGS
D = M oriented; 1/2X=Nat OR 55(4) 2 next; NT = ♠+♦ OR ♥+♣

D of 2♣ = ♣ OR ♥ +♦

OVER OPPONENTS´TAKEOUT DOUBLE
1X = F1; 2new=NF; Jmp supp = PRE; 2NT = INV+ raise;

RD = (9)10+, F thru 2 of opening suit or D

After 1M(D) TRF structure, See SPECIAL COMPETITIVE BIDS

Jmp new by passed: After 1♦ = fit; After 1M = spl; Dbl jmp = void

Jmp new by unpassed = PRE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd and low	3rd and low
NT	3rd and low	3rd and low
Subsequent	2nd/4th thru declarer	1st or 3rd
Other:	K fr AK for count against 5+level or long suit declarer

LEADS

	Vs. Suit	Vs. NT
Ace	AKx (A, Ax etc)	AKx (A, Ax etc)
King	KQx (etc), AK	KQx, AKJT
Queen	QJx (etc)	QJx, KQT9, (or AQJx)
Jack	JTx (etc)	JTx, (AQJx possible)
10	T9x, KJTx, Tx	T9x, KJTx, Tx
9	98xx, 9x, HT9, HH9	98xx, 9x, HT9, HH9
Hi-x	Xx, XxXx, XxXxX	Xx, XxXx, XxXxX
Lo-x	HxX(x), xxX(x), XxXx	HxX(x), xxX(x), XxXx

SIGNALS IN ORDER OF PRIORITY

		Partner's lead	Declarer's lead	Discarding
Suit:	1st	Att, low=Encrg	Count low=even	Att, low=Encrg
	2nd	Count Low=even	S/P	Count low=even
	3rd	S/P		S/P
NT:	1st	Att, Low=Encrg	Count low=even	Att, low=Encrg
	2nd	Count Low=even	S/P	Count low=even
	3rd	S/P		S/P

OTHER SIGNALS (INCLUDING TRUMPS)
A known long suit holder may discourage (high) with odd card to show preference for higher suit, and even card for lower suit.
(Rare– if remembered at all)

DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
T/O D = 10+, more if shape worse. Maybe lighter in 4th

Resp: 1NT = neg after (1♠) - D

SPECIAL, ART AND COMP DOUBLES/REDOUBLES
Max overcall D if 4th hand supports or bids suit at 3 minus 1 of our suit.

1NT (D) RD = puppet to 2♣

1♣ (1♦/♥) D shows the next suit

Category: **RED** OPEN Bermuda Bowl 2005 Estoril

NCBO: **SWEDEN**

Players: PO Sundelin – Johan Sylvan

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2-way 1♣ 11-13 balanced OR 17+ any shape

5+Majors, 4+♦

Possible canapes: 1♦ opener may have longer clubs

1♣ - 1M. and 1♣ - 1♦ - 1M may have longer minor

1NT openings: 14-16; any 5card suit possible

2/1 responses: 2m=FG, except rebid, raise of rebid M, or 2pref

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ =11-13 bal OR 17+

Resp: Nat NF: 1/2/3 NT / 2m / 3♦/♥ / 4M

ART: 1♦ = 0-7, 2♥ = (5/4) mm INV OR bal 20+

2♠ = 6+♣ INV+, OR (5/4) mm FG; 3♠ = TRF to 3NT (14+)

4m = SAT, TRF to corresponding M

2♦ = 6-11. 6M OR 22-23 NT; *Resp:* 2/3M=p/c, 2NT/3m=F, 4m=ART

2♥ = 11-16, 4414 OR 4405 *Resp:* 2NT=ART FG, jump=INV, others NF

2♠ = 13-16, 5+♠/4+♣, 4-51/2 losers *Resp:* 2NT/3♣=ART relays, 3M=FG

3NT = PRE, broken m (In 4th to play) *Resp:* 4/5m = p/c, 4M to play

4m = SAT, solid or semisolid M *Resp:* ART

DEFENSE: 2-suiters See JUMP OVERCALL, DIRECT CUEBIDS, VS PREEMPTS, VS NT and VS ARTIFICIAL STRONG OPENINGS

SPECIAL FORCING PASS SEQUENCES
1♣ - (P) - 1♥ - (1♠) - P

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE
We use TRF structures A/ If doubled in 1M: 1NT thru 2M-1= next suit or values there + supp. 2M-1 = constructive raise.

B/ After 1♦-1NT

C/ On (1X) over our 1♣: D thru 2♥ ="TRF" except 2X=FG 3-suiter, and 1♠ = "neg" D without "transferrable" suit

Psychics: Rare

OPENING BID DESCRIPTIONS

Open	ART	NBR+	NegD	Description	Responses	Subsequent Auction	By passed or in comp
1♣	✔	0	2♠	11-13, bal or 17+, any distribution	1♦ = 0-7 (OBS opener may pass w 11-13 and even w 17 (very rarely)	1M=NF, WK (3)4M, passes next, OR 17+,4+M (rebid 2♣=5M, 2M=5♣) –*Resp:* Nat, ARTfit or spl 1NT=17-19; 2m=17+ NF –*Resp* Nat OR spl; __Jump__ = FG;	Over (1X) TRF structure (NOTE 1.1)
					1M = 8+hp, 4+suit, may have longer m other bids deny 4M (NOTE 1.2)	1♠=WK OR 17+, 1NT= WK –*Resp:* 2♣=s/o♦ OR INV, 2♦=FG ASK, 2NT= s/o OR FG 5/5, 3X INV 2♣ = 17+ ASK W ♣ OR NT –*Resp:* ART; 2Mraise =wk; __Others__ 17+; 2NT=supp,18+	Over (2M) TRF Lebensohl (NOTE 4.2)
					1/2/3NT = 8-12/13/14-19; 2♣/♦ = 8-12, NF;	WK may __raise__ m or accept INV; __Others__ = 17+; __Jumps__ = Nat, set trumps, ASK cue	Responses by passed: 2M=64 MM 8-10
					2♥ = ART, INV 5+4+ mm OR 20+ BAL 44mm	2NT/3m/5m = s/o; 3M/4m=17+ 2♠ = ASK, wk or 17+; –*Resp:* NT jumps=20+	3M=74 MM 8-10 3m=5+5+ mm 8-11
					2♠ = ART INV +, 6+♣ OR FG, 5+4+ mm	3♣=s/o; 2NT=FG; 3♦ etc = 17+ –*Resp:* 3♦ =mm, FG; 3M = spl with ♣	
					3♣ = ART, FG, 6+♦; 3♦/♥ = INV	New suit =17+; 3♣-3♦ = WK OR 17+ –*Resp:* 3M/4♣ = SPL : Over --3♥ 3NT= 17+ supp	
					3♠ = ART relay to 3NT, BAL 14-19 OR 20+	3NT= WK –*Resp* bids w 20+; 4♣ = ART ASK hp. Then 4M NF; 4M=FG, –*Resp* 5X as if RKCB	
					4♣/♦ = solid or semisolid ♥/♠, 2 keycards (+Q)	4next= ART ASK Steps see direct 4M opening; 4new=17+, 4NT= relay suit	
1♦		4	4♠	11-16, normally unbal, may have longer ♣	1NT = F1, 6-10, no M OR 16+, no jumpable suit	Transfers by opener; 2NT=4441,15-16, 3♣ = canapé, 4-5,5 losers	By passed: Jmp=fit, 1♦-2♦ NF constructive.
					2♦ = supp, 10-15, F3♦ (NOTE 2.1-2.2)	2♥= ART min w any spl; –*Resp:* 2♠/NT=ASK; 2♠ = ART xtra; –*Resp* 2NT=ASK	No TRF w passed partner
					2NT= light shape INV/PRE; 3♦ = PRE, 6-9		
1♥		5	3♠	11-16, 5+suit	2♣ = FG relay OR ♣ INV (NOTE 3.2)	2♦ = ART: BAL OR any m; 2♥=oM, 2♠=6M, 2NT=5440; Then 3♣ OR raise of 6+M = NF	By passed no relay, jmp=spl
					2NT = ART, INV + supp (NOTE 3.1)	3♣ = min; 3♦ = xtra, no spl; 3♥/♠/NT = xtra w ♣/♦/oM spl; 4X =void)	
					Jmp supp=PRE; dbl jmp new=void, jmp new =FG	The same steps are used by both to ask for or show spl (except 3♣-3M). Later 4X=A/Kcue	
1♠		5			1♠-2♥ =Nat,10+,F1, may pass 2♠ or bid NF 2NT	1♠-2♥ - 2♠= NF; 2NT=ART 14-16, BAL OR 6♠ OR ♥ supp OR 51(4/3)	
1NT			2♠	14-16, may have any 5-suit. 5m+ 4M may occur, and 6m (rarely)	2♣ = ASK, no M or hp promise (NOTE 4.1)	2♦--2/3M=INV/FG (4M/5+oM); 2♥--2♠=FG; 2X--3♣=ASK for 5X OR ♣; 2M--3oM = bal supp FG	Over (D) P demands RD, RD demands 2♣.
					2♦ = ART relay A: any M, wk; B: INV +, 5+♥; C: 44 mm, FG; D: Gerber; E: 55 MM, FG;	2♥=neg; *Resp:* 2♠=s/o, 2NT=NF, 3m/♥ =FG, 3♠=mm, 4♣=Gerber, 4♦ = 55MM; 4♥=light try 2♠=ART accept ♥; *Resp:* 2NT = TRF relay to 3♥ (3♣ now shows supermax); others as above	Over (2M) TRF Lebensohl (NOTE 4.2)
					2♥ = TRF, 5+♠, INV+	2NT=ART accept *Resp:* 3♣ = ART ASK for ♠supp; 3m/♠=FG; 4♥=NAT; 4♠= light try; 4m=void	
					2♠ = ART, 6+♦, INV, OR 6+♣, any strength	2NT=acc; 3♣=neg; *Resp:* 3♦=♦, 3M=spl w ♣; 3NT=♣ OR(over 2NT) ♦	
					3♣ =ART, 6+♦, wk OR FG; 3♠ =ART, 5+4+ mm, FG		
					3♦/♥ = ART, TRF ♥/♠, INV(+); 4♣/♦ = ♥/♠		
2♣		5	4♥	11-16, promises 4M if only 5 ♣	2♦ = ART relay (NOTE 5.1)	2♥=neg OR ♥; 3♣=medium: 3new= spl, max; 4M=5suit; 2/3NT=Nat *Resp:* 2♠=ASK;	(NOTE 5.2)
					2♥/♠=F1; 3♣=INV; 2NT = F1,INV+ NAT OR Supp,FG	Over 2M: -jmp=spl; -3♦= ART good w no suitable bid; Over 2NT -3new=spl and xtra	
2♦	✔	0		6-10(11), 6crd M or 22-23 bal	2/3M = p/c; 3♣/♦ = Nat, FG;	3M=no supp; 4M=good M w some fit; 3/4m= ART supp (♣=♥, ♦=♠);	(NOTE 5.3)
					4♣ = TRF to M; 4♦ = Bid M; 2NT = ART relay	3M= WK; 3m = good (♣=♥, ♦=♠);	
2♥		4		11-16, 4414 or 4405	2NT = ASK by steps; __Others__ = S/O; __jump__ = INV	Steps: (min / med / max / 5♣,med+ / ♦H); On 3♣-3♦ =re ASK; If 3M is bypassed, 4♦/♥=TRF	
2♠	✔	0		(12)13-16, 5+♠,4+♣ no 4M, 4,5 -5 losers	3/4♦/4♠ = INV; 3M = FG; 3♣ = ART ASK 2NT = PUP 3♣; (then P/3♦ =wk, higher= FG)	(NOTE 6)	
2NT				20-21	3♣ = ASK M; 3♦/♥ =trf; 3♠=both m; 4m=SAT	(NOTE 4.3)	
3m		(6)7		Decent vul, NV free	3M=F1; 4M=cue; 4new m =RKC(0,1,1+Q,2,2+Q)		
3M		(6)7		Decent vul, NV free	Nat F except 4♣ = RKC as above, 3♥-4♠=cue		
3NT	✔			= 4mPRE, not in 4th	4/5m =p/c; 4M = to play 4NT= slam try		
4♣/♦	✔	0		(Semi)solid ♥/♠, 2keycrds	Steps: 1=ASK,3= ASK cue, higher=voids	Resp to 1: 1=neg, 2=a K, 3-4-5=voids, 6=xtra lgth	
4♥/♠		7		Gambling	4NT=RKCB, New suit = cue		
4NT	✔			Specific ace ask	5♣=No A; 5X = XA; 5NT =♣A; 6♣ =2		

Slam approach and conventions

Splinters; Qbids 1st or 2nd up the line; 3NT F if M agreed; Keycard ASK: "Gerber" (via relay on 1/2NT; Direct 4A BW on 1/2 opening or pos resp to 1♣; 3♣-4♦ and 3♦/♥/♠-4♣ (0/1/1,5/2/2,5); 4NT if trump agreed: if M (1430); if m (3041) unless previous cue; 4♦/♥ (on m supp after 2♦); 4M (on 2♠-2NT-3♣, and 2♠-3♣-4♦-); Voidwood (1NT-SAT-then 4/5X, and 1♣-pos-then resp m raise - jmp

4NT w/m after cue=3+kc, by resp to 17+ =2+; by 0-7 w/ m or M =1

SUPPLEMENTARY SHEETS
PO Sundelin – Johan Sylvan
Sweden

1.1   1♣ in comp

If opener acts over interference with anything but a raise or accept of an invitation he shows 17+.

Over (1X) being ♦ or ♥ and (D=♣) we use a transfer structure. "Accepting" transfer at 1-level shows 3, else SYSON by both. After TRF to 2-level responder may bid:
own raise=F, cue+NT=F1, cue+own=NF, new suit=F, NT=NF.

1♠	= neg D (transfer to 1NT) (=♦ if D=♣) without showable M
D	= 4+(X+1), 8+hp, may have longer m.
1X+1	= 4+(X+2)
1NT	= 5+♣, 8+hp (may prefer 1♠, then 2♣ NF)
2X-1	= 4M and 5+m, INV (m or M may be unknown); then -2X =ASK, wk or str
2m	= 5+ (m+1), 8+hp
-raise	= looks like jump but isn´t.
2♠	= SYSON
2cue	= 4441, FG
2♥(jmp)	= 5+♠, FG
2NT	=2suiter as if 1X were an opening

Over (1♠)
D	= transfer to 1NT --then m=NF, M=F
1NT/2any	= as above

Over (1NT)
2any	= as against 1NT opening
3any	= NAT, NF opposite 11-13
4any	= SYSON

Over (2m)
2any	= NF
3cue	= ASK for 3+M (no m NTstopper)
D	= 8+hp
3om	= INV
3M	= FG with m stopper (OR slam try)
4m	= SYSON

Over (2M)
Transfer Lebensohl see page 8

Over 3X (by unpassed)
D	= points, 11-13 opener passes
4♣	= T/O, looks for fit, cue by both =♣
4♦	= 1-suited (any) or both m
4M	= F1 (in principle)
	-4♠ = cue
	-4NT = signoff
	-5X = RKCB response
5m	= NF, but strongly INV

Over 3X (by passed)
4♦ (jmp)	= M + ♦
4cue	= MM
4♥(cue)	= ♠ + m

1.2   1♣ - 1M and continuation

1♣ -- 1M	= 4+suit, 8+, m may be longer.
-1♠	= 4suit, 11-13 OR 5suit, 17+
-1NT	= 11-13, no 4M

Responder uses "x-y"-NT over both 1♠ and 1NT:

--2♣	= PUP to 2♦, (17+ breaks) then NAT, INV (3m=canape)
--2♦	= FG ASK
--2M	= NAT,wk
--2NT	= PUP to 3♣, (17+ breaks) then:
	--P =clubs, wk
	--3new =55, FG
	--3ownM =55 w clubs, FG
	--3NT =NAT(maybe joking)
	--3♠supp =slamtry
	--4new =spl w ♠supp
--3X -- INV, 5+5+ if new, else 6+	
--4m	= Void with own M after 1NT
	= Void with ♠supp after 1♠

OBS
(1♣--1♥-1NT--3♠ = Void. Invitation via 2♣)

2.1   1♦ - 1NT = F1 (6-10 OR 16+)

-A/ 6-9(10), no M
>   Later
>   -- P
>   -- pref 2/3X
>   -- 3♦
>   -- 2NT= relay to 3♣, then P, 3♦,
>   3Msupp, possibly 3NT if
>   opener reversed

B/ 16+
B1/ bal (may have 4414 or unjumpable 5+M),
>   Later
>   -- 2M or
>   -- 2NT=relay to 3♣,
>   then 3M or 3NT unless opener reversed
B2/ any shape with 4+♦ support
>   Later
>   –3♣ = xfer to 3♦

Opener uses transfers at 2-level (except opposite a passed partner):
-2♣ =♦, (possibly 4441 w stiff club)
-2♦ =♥ reverse (15-16)
-2♥ =♠ reverse (15-16)
-2♠ =4441, short ♣, 15-16
-2NT = 4+♣, any m may be longer
-3♣ = 5+♣, 4-5,5 losers
-3♦ =NAT
After
1♦--1NT-2♣ =5+♦, (possibly 4441 w stiff club)
--P   with long ♣,
--2♦   =wk,
--2M   =16+, Nat 5+,FG
--2NT   demands 3♣, then
      --P   = long ♣
      --3♦   =NF constr.♦raise (maybe 3)
      --3M/NT =16+NAT.
--3♣   = 16+ ♦raise (4+supp), ASK shortness
    -3NT= short club
--3♦   = 4♦, normal raise (6-9)
--3M   =16+,♦supp, spl

1♦--1NT -2♦   =4♥, (14+)15-16
--P   =wk
--2♥   =wk preference (3316 or maybe 3325)
              -3♣ =Nat, 3(+), NF, game try
--2♠   =16+, Nat, 5+suit
--2NT   =demands 3♣. (-3♦)
Opener may "preaccept" ♣ via 3♦ with 1453!
       -Over preaccept
            --4♦ =NF, inv;
            --4♣=signoff;
            --5♣=NAT;
            others as below
       -Over normal 3♣
            --P= wk, (long♣),
            --3♦ = NF constructive ♦raise
            --3♥=WK (4♥ and longer ♣)
            --3♠=16+, 4card ♠
            --3NT= NAT ("wk" or 16)
            (perhaps looked for ♣);
--3♣   =16+, ♦raise (3+support), ASK shortn.
    -3NT   = short club
--3♦   = wk, 6-7, often 4♦.
--3♥   =NAT,16+, ASK shortness
--3♠/4♣ =16+, splinter, ♥support
--3NT   ="wk " or misfit 16
--4♥   =WK (4♥ and longer ♣)

1♦--1NT -2♥ =♠, (14+)15-16
Same structure as after ♥ reverse above.

1♦--1NT -2♠ = 4+♣ (minor lengths unclear)
-- 2NT   =ASK length
       -3♣/♦=5+, then 3♦/♥/4♣=16+
--3♣/♦/NT = to play
--3M   =16+, values or 4 (then 4m for 53 m fit)
--4♣   = INV

1♦--1NT -2NT = 4441, (14+)15-16
--3m   = to play
--3M   = 16+
--3NT   = "wk " or misfit 16
--4♣/♦ =16+

1♦--1NT -3♣ = longer ♣, 4-5,5 losers
--3♦   = sign off (4supp)
--4m   = FG
--3M   = values wk OR NAT, 16+.

1♦--1NT -3♦ = good hand
--3M   = values wk OR NAT, 16+
--4♣   = Q OBS
--4M   = splinter
--4♦   = FG

2.2   1♦ -2♦ = F1, 10-15

After

1♦ -2♦ -2♥	= Min with any shortness
--2♠	= ASK for spl, shown by steps:
	-2NT, 3♣ , 3♦ = ♣,♥,♠ spl.
--2NT	= also ASK for spl by steps
	-3♣ = short
	-3♦ = short M, but wk min
	--3♥/♠ = values
	-3♠ = spl
	-4X=♥ spl over 3♠
	-3M = spl and good min
--New suit = values/Nat, may pass 3♦	

1♦ -2♦ -2♠	= Extra values;
--2NT = ASK,	
- 3♣=No shortness,	
--3♦=NF	
- 3♦,♥,♠ = short ♣,♥,♠	
--New suit = values/Nat, FG	
--3♦ = NF	
--3new = values (this suit and trumps), FG	

1♦ -2♦ -2NT	= seminatural,

1♦ -2♦ -3♣	= FG, 5+suit, good hand, (not

necessarily max=4-5,5 losers), longer ♣ than ♦

1♦ -2♦ -3M = 5card suit OBS

3.1   1♥/♠ --2NT = 3+support, INV+.

-3♣	= min,
	--3 of agreed M = INV (AFTER 3♣).
	Opener may raise.
	--3♦ = ASK
	-3♥/♠/NT = spl ♣/♦/ oM
	-4new = Qbid (A or K)
	--3♥/♠/NT = spl ♣/♦/oM (see
	exception above)
	--4new = Qbid (A or K),
	(Q may be spl in ♣ after 1♥
	or in ♦ after 1♠)
-3♦	= no shortness, extras
	--3♥/♠/NT = spl ♣/♦/oM
	--4new = Q (A or K), no spl
-3♥/♠/NT = spl ♣/♦/oM, extra values	
-4m	= void
-4♥	= M void (♠ if ♥, ♥ if ♠ agreed)
-4♠ if our M =decent 6+suit, no spl, 2-3 KC,	
	4-6 contr. (AQJxxx-Ax-KTx-xx)

3.2   1M-2♣ = FG Relay (or INV ♣)

1♥/♠--2♣	=ART relay
A/ 10-11 w ♣ (rebids 3♣ or raises shown 6+M)	
B/ FG relay, rarely with long suit outside ♣,	
	may contain M-support.
-2♦	= Bal. (11-13), OR 4+m (not max w 55)
-2♥	=4+oM (so 1♥ -- 2♣; 2♥ = 4+♠)
-2♠	= 6 card M with no side suit (11-16)
	…also 1♥ - 2♣; 2♠ = 6♥
-2NT	= Any 5440
-3♣	= 5+♣, Nat 5-5 w good suits (14-16)
-3♦	= Nat 5-5 w good suits (14-16)
-3oM	= Nat 5-5 w good suits (14-16)
-3M	= Good 6+ card suit 14++
-3NT	= 6M+4♣ with a void
	--4♣ then asks void low-high
-4♣ = 6-5♣ 1-1	
-4♦/oM =6-5♣ w void (Lo -Hi)	

1M--2♣-2♦	= 4+♣, or ♦, or bal
--2♥	= (ART FG) asks (if doubled - P=bal,
	unsuitable or no stopper)
	-2♠ =4+♦,
	--2NT= ASK (See Flannery)
	--others "NAT"
	-2NT = bal min (5332 in principle)
	--3C =ART ASK
	-3♦ =good M
	-3♥ =C supp
	-3♠ =max, Hx in ♣
--2♠ (ART) =suit/values in "oM", (w clubs)	
	- Continue NAT
--2NT	= FG (probably w ♣)
	-3♣ =3/4suit
	-3♦ =5
	-3M = 6 (+ 4♦)
	-3oM =ART better 4+♣support hand
--3♣	=NF, INV (10-11 w 6+♣)
	-3♦ =5+ ....but unusual
	-3M = 6-7+4♦
	-3oM = ART♣ support
	-4♦,oM = Q
	-4M =6-7 and ♣
--3♦	= "Nat" (may be looking for 3NT)
--3M	= Nat, 3-support, FG
--3oM	= 6♣ +5oM

1M--2♣-2♥   = 4+oM
--2♠   = Support of opener´s second M!
ASKing (See Major Flannery below)
--2NT   = FG, ASKing. See Flannery below.
        Normally no 4-supp. in 2nd M.
--3♣   =NF
--3♦   =4 th suit FG
--3M/oM =support, FG.
-4m   = shortness,
-3NT   = 5422 extra.
--4♣   = Que, ♣+oMsupp
--4♦   = Que

1M--2♣-2♠ = 6 card M with no side suit
        …also 1♥ - 2♣; 2♠ = 6♥
--2NT=FG ASK, later 3M = support
        -3♣=Min
            --3M sets trumps, ask spl/bal..
            --3♦/3oM ="NAT", values/suit
                (normally ♣hand), bid nat
        -3♦=bal good
            --3M sets M, others = ♣hand
        -3♥/♠/NT =extra w short ♣, ♦, oM
            -- 3♠   =NAT if supp, Q if oM
            -- 3NT/4♣/4M =NAT;
            --4♦/oM   = Q, M-support.)
            --4NT=NAT
--3♣   = NF
--3new = "NAT" F
--3raise M= INV
--4any = Q with M support

1M--2♣--2NT   = Any 5440
--3♣   = NF
        -w ♣ void: Pass or 3M or 3NT.
        -w supp. bid void;
        -(4♦/4♣=max,void ♦/oM).
--3♦   = Nat, FG
        -w ♦ void bid 3NT/3M
        -w supp. bid void, (4♦=max,void ♣)
--3oM
        -with void bid 3♠/3NT
        -with supp. bid void suit (jump if max).
            Raise = "jump" in ♦
--3M
        -bid void (with jump if max).
        -3NT   =void oM, raise = jump in oM
1M--2♣-3♣   =Nat 5-5, good suits (14-16)
--3♦ asks short suit
        -3♥/♠   = low-high singleton (♦/oM)
        -3NT   =55 and a void
        -4♣   =6511
        -4♦   = 65 + ♦ void
        -4♥   =65 +M void

--3M   sets trumps
--3oM   = "NAT", bid NT with ♦ stopper
--4♦/oM= Q with ♣support

1M--2♣--3♦   =Nat 5-5 good suits (14-16)
No room for relays.
-- 3M sets trumps, FG
-- 3oM ask stopper as resp probably has clubs
-- 4♣ = F
-- 4♦ = F
-- 4oM = Q, ♦-support.

1M--2♣-3oM   =Nat 5-5, good suits (14-16)
MMM continuation, see brlow.

1M--2♣-3M = Good 6+ card suit 14++
Compare 1M-2♣; 4M (3support)
--4♣   =F
--4new = Msupport, Q

1M--2♣--3NT = 6M+4♣ (14-16) with a void
--4♣ then asks void low-high ♣=trumps, except
        after direct 4NT, 4M, 4♣+M
-- 4♦/oM   =Q
--4NT   =RKCB/M
1M--2♣---4♦/oM =6-5♣ w void (Lo -Hi)

Cont. with 2 suits shown

After Opener has shown two suits Responder
may relay for shape and strength.
(Special "Major support Flannery" below ♠ + ♥
after 1M-2♣-2♥-2♠)

With M+♣ responses are made directly over 1M-
2♣; 2♦-2♥.
With M+♦ after 1M-2♣; 2♦-2♥;2♠-2NT
With ♠ + ♥ after 1M-2♣-2♥-2NT

Structure:

-3♣	= 5-4 min hand –then
	--3♦ asks shortness - lo, hi, no
	--3firstM= sets trumps,
	-Q ♠/short m/3NT=good bal.
	--3secondM=♣hand (NOT supp. Must
	be shown after 2♥)
	--4♣=Nat, F

-3♦	= better shape than 54, then:
--3♥ asks:	
	-3♠ =5-5,
	-3NT =6-4, min;
	-4 lowest= 6-5
	-4cue = 6+ - 4, good
	-4M = 6+M-4m, no wish to
	play 3NT, decent M
-3♥	= singleton low (5-4-3-1) 14-16, then
	MMM continuation. See above)
-3♠	= singleton high (5-4-3-1) 14-16
	then MMM cont. See above
-3NT	= 5-4-2-2 with 14-16
	then MMM cont. See above
-4m	= 65 (low, high VOID)

Cont with second M support

Used after 1M-2♣-2♥-2♠ = supp. for second M
After 2♣ + Msupp 2♠; jump 4♥ = 6511/5611,
4m-jump = 65+void
Relay steps: (Flannerish but start one lower,
special bid for good 64)

-2NT	=min, 5431, 5413, 5422
-3♣	= (min), extra shape, but not 65, 66
-3♦	=extra values, 54 short ♣
-3♥	=extra values, 54 short ♦
-3♠	=6-4/4-6, max
	--3NT =ask short suit
-3NT	=max, 2-2
-4m	= void + 65, 66
-4♥	= 6511 Or 5611 !

After min 2NT

--3♣ asks		
	-3♦	= short ♣
	-3♥	= short ♦
	-3♠	= 5422 min
--3♦/♥/♠ = Qbids (♣control unknown)		
--4m = void		

After -3♣, xtra length somewhere

-3♥	=xtra card in ♥ (no void),
	--3♠ asks spl. (lo, hi)
	--others = Q
-3♠	=xtra card in ♠ (no void)
	--3NT asks spl. (steps lo, hi)
	--others = Q
-3NT	= 64/46+a void 4♣=ASK
-4m	= 55 + void

After 3♠=6-4

-3NT = ASK for shortness

MMM – Major Messup Method

After Flannery responses there may be little
space to set trumps and invite slam or sign off.
The following method is used to set trumps.
If the bid is defined as relay ASK, this has
priority.
When 3M is available (not bypassed or relay) it
is natural, FG. 4 of that M is signoff.
When 3M is not available
--4M in possible trump is NF slam try,
--direct 4NTover 3♠ = ♠RKCB, and
--4♦ is relay to 4♥ (followed by

	--4♠ =signoff, by
	--4NT =♥RKCB, by
	--5X = Qbid with ♥ as trumps).

--4M in impossible M = sets ♦ as trumps (if
possible)

--3♥	= NAT over 3♣, mostly relay over 3♦
--3♠	=NAT, slam try
--3NT	=NAT
--4NT	if jump from 3♥ or lower=NAT
--4NT	from 3♠/NT= ♠ RKCB
--4♣	insists on ♣
--4♦	=demands 4♥
	-4♥
	--P =♥signoff
	--4♠ =signoff
	--4NT =♥ RKCB
	--higher = Q with ♥
--4♥	= NAT NF slam try
--4♠	= NAT NF slam try
	except when 3♥/♠ was available

3.3   1♠--2♥

F1, may pass 2♠ or bid 2NT/3♥ = NF

-2♠ = min hand (no 3♥ fit) -
may have only 5 card ♠ (NF)
-3♥ = NF, min hand, 3 card supp.
(may have singl) OR VERY bad 5422
  --3♠ =ASK
    -3NT = good min
    -4♥ = real bad,
    -4m =shortness
-3♠ = NAT(!)
-3NT = 4supp with a void (4♣ asks lo-hi)
.-4♣/♦ = spl. + 4 card supp
-4♥ = 5-4-2-2 min hand or possibly 3card
  supp, min+, and a singleton
-2NT = 14-16 with either
  a. bal OR
  b. ♥ raise (3 or 4) OR
  c. 6 ♠ OR
  d. unsuitable 514/3
   --3♣ asks, FG
    -3♦ = Bal, has 2♥,maybe 6♠
      --3M = Nat, FG
    -3♥ =3supp. may have spl
      --3♠ asks as above
    -3♠ = no ♥supp but 6♠
    -3NT = 14-16, 51(43)
    -4♣/♦ = Splinter with 4♥
    -4♥ = 5-4-2-2
   --3♦ = "Nat", FG
   --3♠ = Nat, FG
    -3NT =bal, possibly short ♥
    -4m = spl and ♥supp (3-4)
      ♥ temporary trumps,
      if RKCB 6 keycards
    -4♥ = bal supp, good
--4m =cue w 3card ♠supp. **OBS**
--3NT =Nat

3.4   1♠--3♥ =FG, very good suit
(3NT is no more playable)

-3♠ = would rather play ♠
  --4m = OK. Q-bid accepting ♠
  --3NT = ART, insisting on ♥
-3NT = ART accepting ♥, start Q-bidding
-4m = Nat, 5+suit
-4♥ = signoff (often singleton heart)

4.1   1 NT methods

1 NT = 14-16 May contain any 5card suit,
special relays/transfers,
SMOLEN at 2- and 3level etc (but not when we
have overcalled 1NT)

--2♣ = ASK M, does not guarantee own M.
--2♦ = A. Wk, 5+ ♠/♥ OR
  B. INV+, 5+♥ OR
  C. FG 5+/5+ ♠/♥ OR
  D. bal 4/4 ♣/♦ OR
  E. Gerber
--2♥ = A. INV+, 5+♠, OR
  B. INV, 5+/5+, MM
--2♠ = A. ♣, wk OR INV+ OR
  B. ♦, INV
--2NT = NAT, inv, normally no M
--3♣ = 6+♦, wk OR FG+, forces 3♦
  -3♦
    --pass w Wk, else splinters
--3♦ = INV(+), 6+♥   (-3 or 4♥)
--3♥ = INV(+), 6+♠   (-3 or 4♠)
--3♠ = FG, 5+4+ mm   (-4m or 3/4NT)
--4m = transfer to ♥/♠
  -4♥/♠
    --new suit = Voidwood
--4♥/♠ =NAT
--4+NT =NAT

1NT--2♣ = ASK for M (Does not promise 4M)
-2♦ = no 4/5 Major
  --2M = 4M and 5(+) oM, INV
  --3♣ = ART ASK ♣ supp. or 5♦
    cont. see below
  --3M = 4M and 5+oM, FG
    -3NT/Qbid/supp.
    -4m =Q, slam try w oM
-2♥/♠ = 4/5suit (2♠ denies ♥)
  --2♠ = 4+♠, FG
    -3X = Nat
  --2NT = INV, promises ♠ after 2♥
  --3♣ = ART, ASK ♣supp. or 5 M
    Continuation see below
  --3♦ = 4+suit, FG
    Continuation see below
  --raise = INV
  --4X = splinter
  --3oM = ART slam try, agreeing M.
    normally no m splinter
    -3NT = ♠-Qbid (Over
      3♠=ART ♥-support)

After --2♣ - 2♦/♥/♠

--3♣ = ART, ASK 1st for 5suit, 2nd for ♣.

-3♦ = 5card M (or 5♦ after 2♣-2♦)

--3♥ = shows 5♣

-3♠ =ART ♣supp

-3/4NT = Nat

-4♣ etc = ♣interest

--3♠ =agrees opener´s 5suit

--3NT = had clubs

-3♥ = 4♣

--3♠ = ASK w ♣ interest

-3NT = worst half

-4♣ = best half

-3♠ = 3-"support" in ♣, good

-3NT = denies the above

After --2♣ - 2♦/♥/♠

--3♦ = 4+suit, FG+

-3♥ = 4card support. not max

--3♠ = how bad?

-3NT = bad

-4X = OK

-3♠ = 3support, good

-4X = 4support, max

-3/4NT = NAT

1NT --2♦ =ART relay (treated as light inv in ♥: Steps=No, Yes

A. Wk, 5+ ♠/♥ OR

B. INV+, 5+♥ OR

C. FG 5+/5+ ♠/♥ OR

D. bal 4/4 ♣/♦ OR

E. Gerber

1NT --2♦

- 2♥ = no accept (if max then only 3♥)

-- 2♠ = Nat, wk

-- 2NT = INV

-- 3m/♥ = Nat, FG

-- 3♠ = 4/4 mm, slam try

-- 4♣ = Gerber

-- 4♦ = 55 MM, pick suit

-- 4♥ = light slam try, good suit

- 2♠ =ART ♥-accept w. 3+supp.)

cont. as above except

--2NT = transfer to 3♥

-3♣ = I have supermax

-- BID 3♥!!

Wk ♥ --P --2NT (=retransfer to 3♥)

-(Opener´s 3♣ =ART very good;

--3♦ is then re-transfer)

Wk ♠ --2♠ --P

5♥INV --P/2NT --3NT (or 2NT=xfer+4♥)

1NT --2♥ =INV+, 5+♠

1NT –2♥

-2♠ = no accept

-- 2NT = INV

-- 3♥ = NAT, INV

-- 3m/♠ = Nat, FG

-- 4m = void

-- 4♥ = void

-- 4♠ = light slam try, good suit

-2NT = Accept

cont. as above, except

--3♥ = ASK for 3supp in ♠

--4♥ = NAT (55 INV)

-3♠ = 4+supp. Not mandatory to jump

-- 3NT = no spl

1NT --2♠ = ♣, wk, INV+ OR ¨, INV

A. 6+♣, wk OR INV+ OR

B. 6+ ♦, INV

-3♣ = no accept

--3♦ = NAT, INV

--3M = spl, with 6+♣, FG

--3/4NT = NAT, ♣suit, denies M spl

--4♣ = slam try

--4new = void

-2NT = accept

--3♣ = wk

--3♦ = INV with ♦

--3M = spl with ♣

--3NT = INV+ w/ ♣ OR INV w/♦

4.2 Transfer Lebensohl

1♣ OR

1NT - (2♥/♠)

--3oM = 5+♣ and 4oM, Mstopper

--3cueM =5+♣ and 4oM, no Mstopper

--3NT,4m/oM = SYSON

--4cueM = 5+/5+ minors, better than …

--4NT = 5+/5+ minors

--2NT = A: INV+, 5+ ♣

= B: sign off in ♦ OR ♥

-3♦ = ART accept

--3♥ to play

--3♣ = INV+, 5+ ♦

- 3♦ = negative

- higher = accept, Nat or cueM from both = nonstopper

--3♦ = INV+ with 5+oM

- 3oM/cueM etc as above (bypass 3oM= accept)

4.3   2NT 20-21

The same methods (except that en extra
card is expected for positive response with
22+hands) are used after

2NT	=20-21
2♦--2M - 2NT	= 22-23
1♣--1♦-2NT (nearly)	=24+
(1X)-p-(p)- 2NT	= (19-21)
(1X)-p-(p) - 1NT; (p)-2♣-(p)-2NT = 15-16
(2♥/♠ wk) - 2NT	= 15-19
(multi-2) - 2NT	= 15-19

--3♣	= ASK M FG (normally)
--3♦/♥	= 5+ ♥/♠
--3♠	= both m
--4m	= SAT

2NT--3♣
-3♦	=no M

    --3M = 4+M and 5+oM (Smolen)
      over -3NT –4m=ART xtra M length
    --4♣/♦ = 5+suit
        -4♥/♠/=Q with supp
            --4NT =2+ kc
      -4/5NT   = NAT

-3♥	=4/5suit

    --3♠=Nat
        -4X =♠ support, cue
    --3NT= ART ♥ support, slam interest
    --4m = Nat

-3♠	=4/5suit, denies 4♥

    --4♥ = ART ♠ support, slam interest
    --4m = Nat

2NT--3♦ =5+♥
-3♥	=denies 3+supp w/ 3+ kc

    --3♠ = ART slam try in ♥
-3NT	=supp w/ 3kc
- new suit = cue w/ 4kc	
-4♥	= 3+ supp w/ 5kc

Note that after positive "acceptance"
responder´s 4♥ = light slam try with ♦ control,
while 4♦ = either just a retransfer to stop in 4♥
OR a normal cue bid with serious slam interest

2NT--3♥ = 5+♠
    continuation as after --3♥
    --after -3♠ the ART slam try is 4♥

2NT--3♠	= both m
	-- over -3NT –4M= shortness

2NT—3/4NT	= NAT

2NT--4♣/♦	= Transfer to ♥/♠

2NT--4♥/♠/5♣/♦ = to play

5.1   2♣ = 5+suit, 11-16

Must have 4M if only 5♣.Denies 4♦.
```
--2♦     =ART, ASK
--2M     =5+suit, F1
--2NT    = F1,
         A: NAT INV OR
         B: (nearly) FG with ♣support
--3♣     =NF support, (5)6-9(10)
--3♦     =INV, good 6+suit
--3M     =FG, good 6+suit
--4♣     =INV based on shape
```

2♣--2♦ = ASK
```
-2♥      = 4♥ OR 6+♣, minimum
-2♠      = 4+♠
-2/3NT   =NAT, no M, no splinter
-3♣      =medium, no M
-3new    =max, splinter
-4M      = 56
```

<u>-2♣--2♦- 2♥</u> = 4♥ OR 6+ ♣, min
```
--2♠     = ASK
    -2NT     = ♥, min
        --3♣/♥   =to play
        --3♦/♠   =values (maybe w ♥)
        --4♦     =ART ♥-supp.
    -3♣      = min, 6+suit
        --3♦     =ASK M spl
        --3♥     =ASK ♠/♦ spl
                 (4♣ with ♦)
        --3♠     =ASK ♦/♥ spl
                 (4♣ with ♥)
    -3♦      = 1435, good
    -3♥      = extras, x4x6-type (2425
    -3♠      = 3415, good
    -3NT     = Nat, max, 2425
--2NT    =INV
    -PASS    = ♥, min
    -3♣      = minimum, 6+suit
    -3♦      = extras, 1435
    -3♥      = x4x6, tillägg
    -3♠      = extras, 3415-type
    -3NT     = Nat, max, 2425 type
--3♣     = INV (probably has ♠)
--3♦     = ART. FG
    -3♥/♠    =splinter
--3♥/♠   = FG, values(suit) + ♦5+suit,
    -3♠      = cannot bid 3NT, can you?
    -4♥ over 3♠ = Cue,♦supp.OBS
    -4♥ over 3♥  = 4♥, suggests 4-3
```

2♣--2♦-2♠   = NAT, 4-suit
```
--2NT    = INV
             -3♦/♥    = 3suit
--3♣     = not forcing
             -3♦/♥    = 3suit
             -3♠      = 4-6type, good
--3♦     = ART, FG
             -3♥      = 3suit
             -3♠      = 4-6type
--3♥     = values/suit w 5+ ♦ suit
--3♠     = Support, invitational
--4♦/♥   = Support, Q-bid
```

<u>-2♣--2♦-2NT</u> = xtras, stoppers,
```
--3♦     = ART, ASK (probably ♣-interest
             -3♥/♠    = good values for suit play
--3♥/♠   = values, showing ♦5+suit
             -3♠/4X  =♦interest
```
<u>2♣--2♦-3♣</u> = 6+suit, no 4M, good, not best
```
--3♦     = ART ASK
             -3♥/♠    = splinter
--3♥/♠   = values, showing ♦5+suit
```
<u>-2♣--2♦-3♦/♥/♠</u> = splinter, max

<u>-2♣--2M</u>   = F1, NAT
```
-jump new       = splinter
-2NT/3♣         = natural
        --3♦       = ART, FG
            -3M       = 2supp
            -3oM      = "NAT"
-3♦      = ART, very good, no NAT bid (=♣)
    --3old M  =NF
    --4♣      = F
-4♣      = M support, good
```

<u>2♣--2NT</u>   = NAT, INV+ OR INV+ ♣-support
```
-3♣      = minimum
    --3X       = ASK, value showing
            -3/4new = spl outside X
            w X spl, bid NT
-3♦/♥/♠        = splinter, extras
    --4♣       = NF OBS
    --4X       = Cue
```
<u>2♣--3♦</u> = NAT, INV, 6+suit (good)
(FG with ♦ is bid thru 2♦ + later M)
<u>2♣--3♥/♠</u> = NAT, FG, 6+suit (good)
```
-3♠ = "NAT" OR cue, then will go on
      over 3NT or 4♥.
-4♦/♥   = cue (over 3♠).
4♦ might possibly be ART
(w KTx-Qx-xx-AKQxxx)
-4♦      = ART good raise to 4♥
           (over 3♥) without ♠control.
-4♠ = splinter (over 3♥)
```

5.2   Disturbed 2♣

Over (D)
--2X   = NF,
--2NT   = SYSON
--jump   = PRE
--RD   = good (+ later suit=F1)
Over (2/3X)
--D   = neg,
--2/3Y over (2X) = SYSON, F1, jump=FG
--3Y over (3X)   =F1
--2NT, 3NT   =SYSON
Over higher bids
--D   = points

5.3   Multi 2♦. disturbed

After 2♦ -- 2NT
(D) SYSON (but RD=strong bal)
(3♣) SYSON (but D=strong bal)
(3♦) SYSON (P=♥, D=♠)
(3♥/♠) D= suit or NT

After 2♦ -
(D) SYSON but 3♣/♦ =NF, 2M=likes 3oM.
(2M) D is for pen, 3m = NF, else SYSON
(3m) D=PEN, 3M=p/c, but repeated=NAT
4m SYSON if jump or cue-bid, else NF
4M   = **NAT over 3♣**
4M   = P/C over 3♦
3M   =(P/C) but followed by 4M is NAT
If responder passes, D =22-23,
(3M)
D   = responder doubles for money
4cueM   = good 4oM
3♠/4M   = P/C (Rebid M is NAT!!)
4m   = NAT, NF
4NT   = both minors
(4m) (one-suiter or 2-suiter)
D is negative
4♦ NF
4M   =NAT, to play!!

6.   2♠ = both minors (12)13-16 with
5+♦ and 4+♣, (♣ never longest), 4 - 5,5 losers.

--2NT   =relay forces -3♣
          (Opener may break relay with, say 7-4)
          A.wk pref to either m: -- P/3♦
          B FG in m: --4m OR 4M=
          RKCB-3041 with corresponding m
          C FG, 5+M and oM stopper next --3M
          D "Pick a game" 4414:   --3NT

--3♣   =FG,   ASK shape
--3♦   =light INV
--3♥/♠   =NAT FG, 5+suit, often no NT-stopper
          in other M
--3NT   = to play
--4X   = NAT, NF (INV in minor)
--4NT   = 4-Ace Blackwood (0/4-1-2-3)

2♠--2NT = relay to 3♣
-3♣ as requested
          --pass   = End
          --3♦   = sign off
          --3♥/♠   = NAT, FG, + stopper in oM
-          -3NT   = suggestion to play with 4414
          --4♣/♦   = support, FG
          --4♥/♠   = ♣/♦ RKCB
                    -steps (0/3, 1/4, 2, 2+Q)
                        --After step 1/2 next
                        non trump bid =Ask
                        for Q (step 1=No)
-3♦ = approx. 7-4
          --cont. as above (pass maybe ♣-s/o)
2♠--3♣ = FG, ASK shape
-3♦   =6suit
          --3/4NT = NAT!!
          --4♣/♦ FG, sets trump
-3♥/♠   = 3-suit
          --3♠, then 4♥ =good ♥-raise
          --4♥   = good ♠-raise
          --3/4NT = NAT!!
          --4♣/♦ FG, sets trump
-3NT = 5/5
          --4♣/♦ FG, sets trump
                -cuebids, then 4NT=3Kc
-4♣   = 6/5
          --4♦   = Sets ♦, asks cue/4NT=3 Kc
          --4M   = cue agreeing ♣
-4♦   = 7/4
          --4♥   = RKCB ♣ (3041)
          --4♠   = RKCB ♦ (3041)

2♠--3♦ = very light INV
-"NAT" INV back

2♠--3♥/♠   = F1,
-3♠   = ASK for help stopper or good raise
-4♥ (oM) =good raise

2♠--3NT = to play

2♠--4X = NAT, NF (INV in minor)
END...